£1.15 • NO. 54 • 23RD JUNE 1995 • UK'S OFFICIAL SEGA COMIC • EVERY FORTNIGHT • INSIDE -

Sonic the comic

starring SONIC THE HEDGEHOG™

CRUNCH POINT!

KNUCKLES MEETS THE CHAOTIX CREW!

SONIC & KNUCKLES PIN-UP!

BUT WHO ARE CHAOTIX?

NEW STORY
KID CHAMELEON RETURNS!

CHAOTIX!

32X REVIEW

SCC Archive

CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

Welcome to another mega edition of the U.K.'s official Sega comic. As usual *STC*'s hedgehog host with the most gets the issue underway with a special complete **Sonic** story, **Beware Predicto**. There's a new kid in town in the form of that multi-hero, **Kid Chameleon**, plus a certain knock-out echidna, **Knuckles** continues to pack a punch in **Total Chaotix**. To complete the starry set up, that jet-powered furry possum, **Sparkster**, launches into the second part of *STC's* out-of-this-world series **Last of the Rocket Knights**.

The hot new **Knuckles** release *Chaotix* is under the **Review Zone** microscope, plus there's another sega-sational pin-up on the back page featuring **Sonic & Knuckles** - sure to be the fastest stick-up in the west!

Megadroid

SONIC THE BUDGIE?

There's only one Sonic ... or is there? At least that *was* the case until Boomers began honouring their pets with the name. A **Sonic & Knuckles disposable camera** will be awarded to each snap happy hume who gets their photograph in print. Get snapping!

↓ **Rebecca Anderson, Stockton-on-Tees. MD owner. Sonic & Knuckles Camera Winner.**

↑ **Anon, Bognor Regis, W. Sussex. Sonic & Knuckles Camera Winner.**

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up · down · non mover · RE re-entry · new new entry

ELSPA CHARTS COMPILED BY GALLUP

MEGA DRIVE

1	▲	WINTER OLYMPICS
2	new	BALLZ
3	▼	ROAD RASH 3
4	▼	FIFA SOCCER '95
5	—	ETERNAL CHAMPIONS
6	▼	PGA EUROPEAN TOUR GOLF
7	▲	TOEJAM AND EARL 2
8	RE	MARKO'S MAGIC FOOTBALL
9	▼	MICRO MACHINES 2
10	RE	PUGGSY

MEGA-CD

1	—	GROUND ZERO TEXAS
2	▲	WORLD CUP USA '94
3	▼	PITFALL
4	RE	BATMAN RETURNS
5	▼	FIFA INTERNATIONAL SOCCER
6	▼	MICKEY MANIA
7	▼	BRUTAL: PAWS OF FURY
8	—	REBEL ASSAULT
9	RE	MICROCOSM
10	—	NOVA STORM

MASTER SYSTEM

1	new	BRAM STOKER'S DRACULA
2	—	ROAD RASH
3	▲	DESERT SPEED TRAP
4	▼	WINTER OLYMPICS
5	—	ROBOCOP V TERMINATOR
6	RE	COOL SPOT
7	▲	STAR WARS
8	new	RAMPART
9	▼	SENSIBLE SOCCER
10	—	DESERT STRIKE

GAME GEAR

1	—	ROAD RASH
2	▲	JAMES POND 2 - ROBOCOD
3	▼	WINTER OLYMPICS
4	▲	DESERT SPEED TRAP
5	—	MICKEY MOUSE 2
6	▼	SONIC THE HEDGEHOG 2
7	new	PGA TOUR GOLF 2
8	RE	FIFA INTERNATIONAL SOCCER
9	—	STRIDER 2
10	RE	BATMAN RETURNS

- **Managing Editor:** Richard Burton
- **Editor:** Deborah Tate
- **Designer:** Gary Knight
- **Assistant Editor:** Audrey Wong
- **Cover:** Nigel Kitching
- **Publisher:** Rob McMenemy

Published every other Saturday by Fleetway Editions Ltd., 25/31 Tavistock Place, London WC1H 9SU. Tel: 0171 344 6400. Sonic The Comic must not be sold for more than the selling price shown on the cover. Printed in Britain by William Gibbons & Sons Ltd., Willenhall, West Midlands. Covers printed by Spottiswoode Ballantyne Printers Ltd., Colchester. Origination by David Bruce Graphics Ltd., London.

Copyright © Fleetway Editions Ltd., 1995. Copyright © Sega Enterprises Ltd., licensed by Copyright Promotions Ltd. Reproduction without permission strictly prohibited. Sparkster™ copyright © Konami Co. Ltd. 1994. Reproduction without permission strictly prohibited. Distributed by Seymour, Windsor House, 1270 London Road, Norbury, London SW16 4DH. Tel: 0181 685 2034 (Customer Services). Production: Sarah Colley. Advertising: Tom Glenister, Tel: 0171 344 6410.

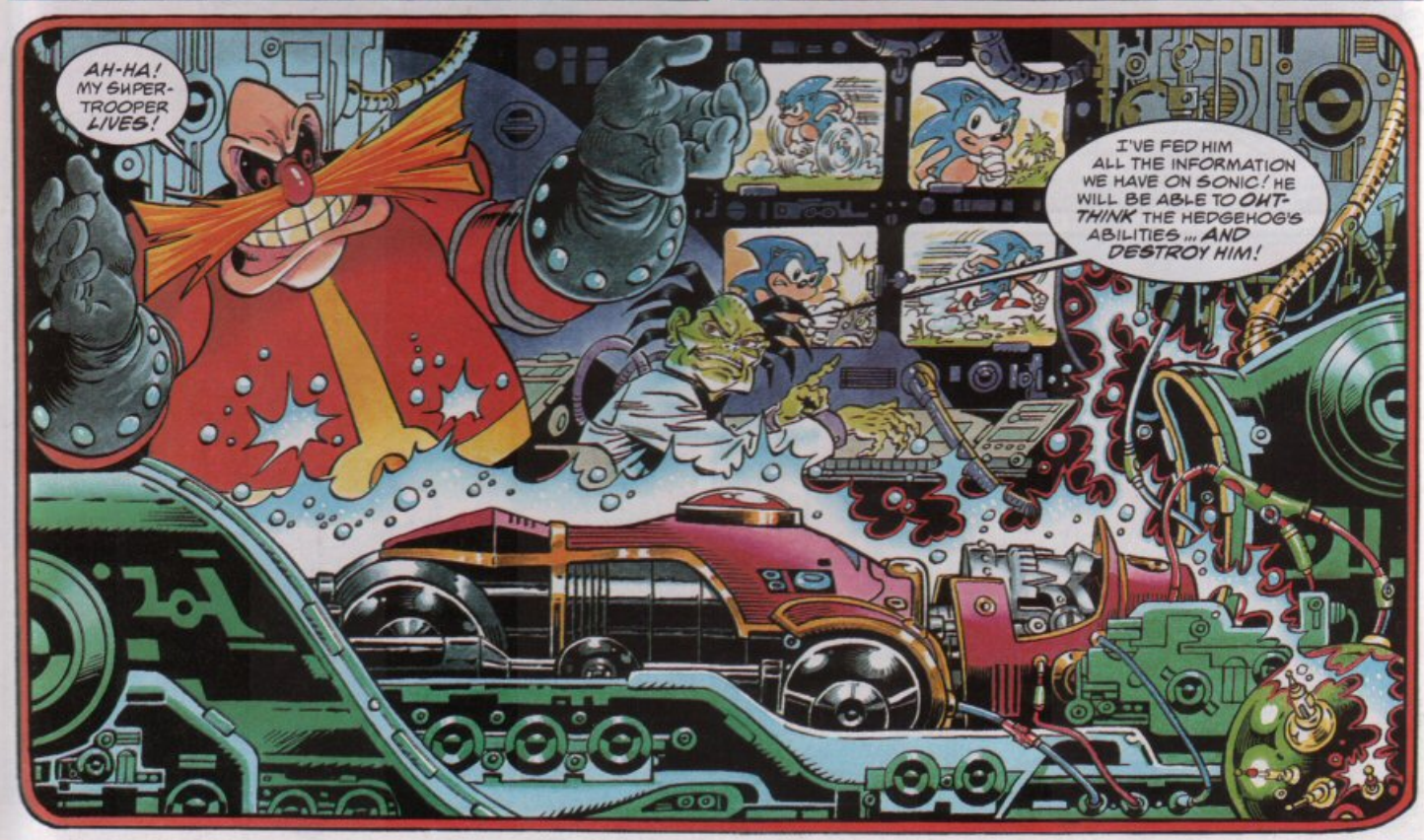
ISSN 0969 3041.

SONIC THE HEDGEHOG™

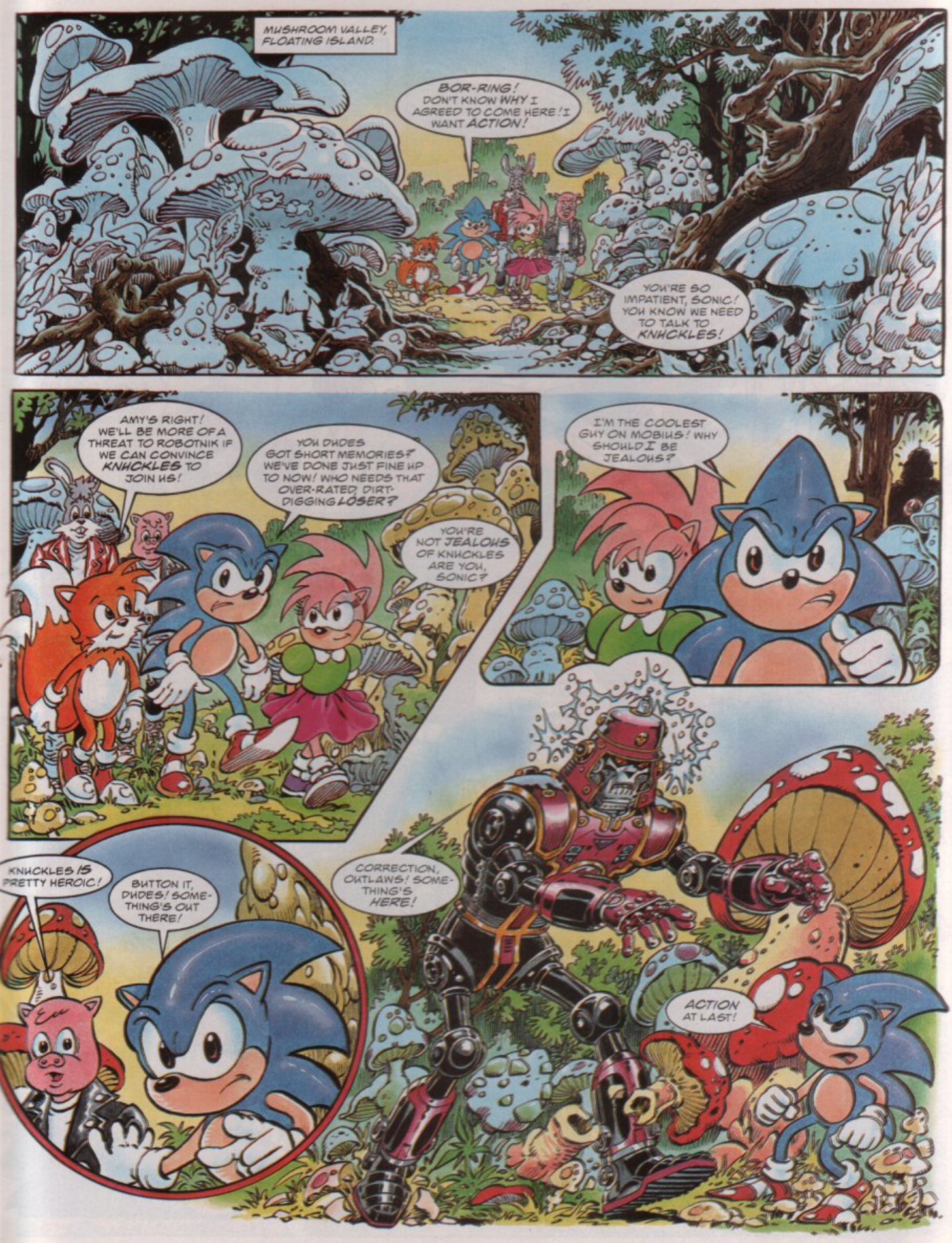
COMPLETE STORY

Beware Predicto!

Script: LEW STRINGER Art: CASANOVAS/JOHN M. BURNS Lettering: ELLIE DE'VILLE


AH-HA! MY SUPER-TROOPER LIVES!
I'VE FED HIM ALL THE INFORMATION WE HAVE ON SONIC! HE WILL BE ABLE TO OUT-THINK THE HEDGEHOG'S ABILITIES... AND DESTROY HIM!

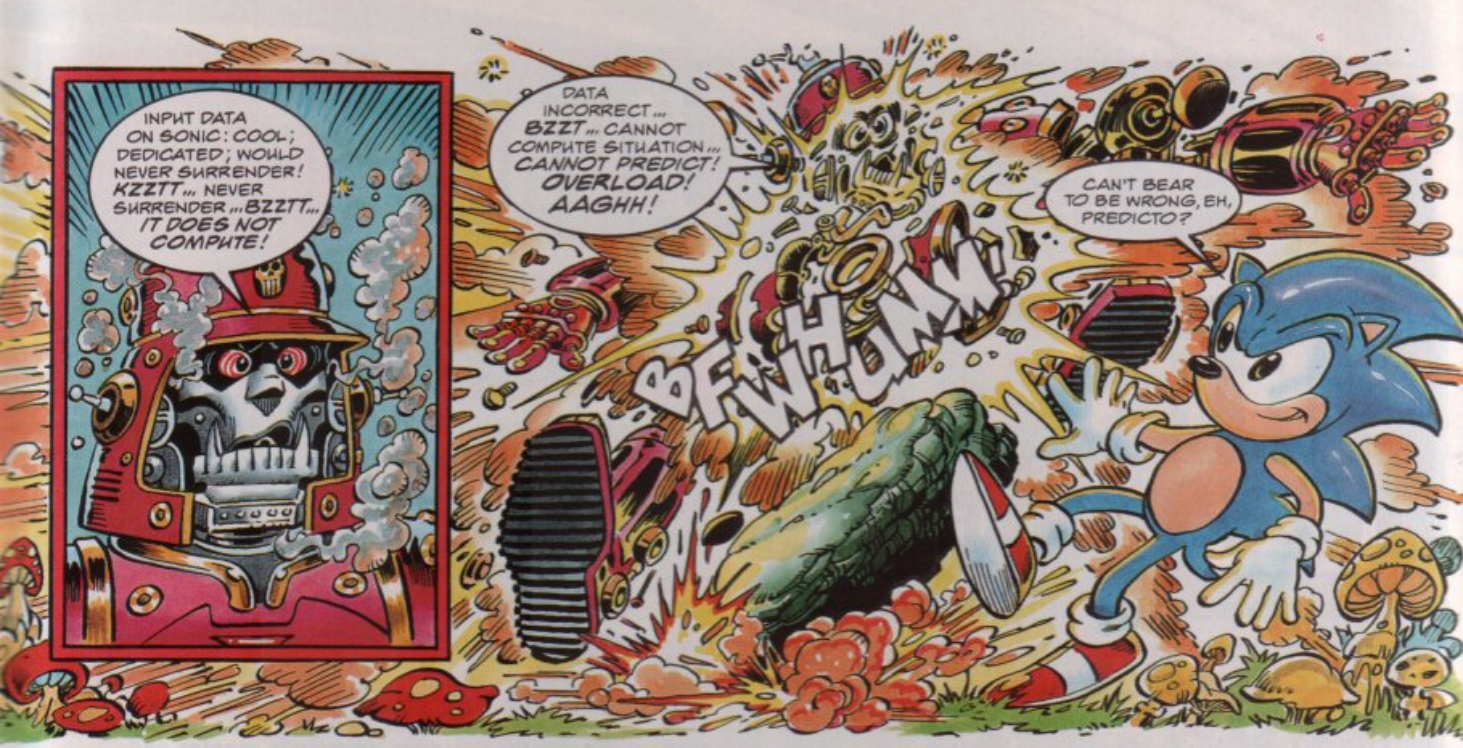
I HAVE NAMED THE ROBOT PREDICTO IN REFERENCE TO HIS POWERS OF PREDICTION!
HMPH! HILARIOUS, I'M SURE!
PREDICTO, WHAT IS THE LOCATION OF SONIC AT THIS MOMENT?
98% POSSIBILITY THAT SONIC IS IN MUSHROOM VALLEY ON THE FLOATING ISLAND!
IN FACT, HE HAS BEEN PROGRAMMED WITH THE CHARACTERISTICS OF ALL THE OUTLAWS! HE WILL OUT-THINK THEIR EVERY MOVE!
CURSES! THAT MEANS PREDICTO WILL HAVE TO CONTEND WITH KNUCKLES AS WELL AS THE HEDGEHOG!
NO PROBLEM, DOCTOR! PREDICTO HAS BEEN EQUIPPED TO PREDICT THE ECHIDNA'S MOVES AS WELL!
THEN GO, PREDICTO! DESTROY SONIC! DESTROY KNUCKLES! KILL THEM ALL!
ANTICIPATED SUCCESS RATE: ONE HUNDRED PERCENT!


MUSHROOM VALLEY, FLOATING ISLAND.
BOR-RING! DON'T KNOW WHY I AGREED TO COME HERE! I WANT ACTION!
YOU'RE SO IMPATIENT, SONIC! YOU KNOW WE NEED TO TALK TO KNUCKLES!
AMY'S RIGHT! WE'LL BE MORE OF A THREAT TO ROBOTNIK IF WE CAN CONVINCE KNUCKLES TO JOIN US!
YOU DUDES GOT SHORT MEMORIES? WE'VE DONE JUST FINE UP TO NOW! WHO NEEDS THAT OVER-RATED DIRT-DIGGING LOSER?
YOU'RE NOT JEALOUS OF KNUCKLES ARE YOU, SONIC?
I'M THE COOLEST GUY ON MOBIUS! WHY SHOULD I BE JEALOUS?
KNUCKLES IS PRETTY HEROIC!
BUTTON IT, DUDES! SOMETHING'S OUT THERE!
CORRECTION, OUTLAWS! SOMETHING'S HERE!
ACTION AT LAST!

SUPER-SPIN ATT-AAGH!
THWACK!
I'D CALCULATED AN 89% CHANCE THAT YOU WOULD DO THAT!
ER ... SONIC, YOU OKAY?
NOT ONE WORD, PIXEL-BRAIN! NOT ONE!
I AM PREDICTO! I CAN CALCULATE YOUR EVERY LIKELY MOVE! LET ME DEMONSTRATE ...
97% CHANCE OF TAILS ATTACKING FROM ABOVE ...
YERK!
DUFF!
WHY CAN'T I GET GOOD STAFF THESE DAYS?
86% POSSIBILITY OF JOHNNY LIGHTFOOT AND PORKER LEWIS ATTEMPTING ATTACK FROM REAR ...
BWOFF!
WHHNN!
HGHH!
99% CERTAINTY OF AMY DEFENDING SONIC FROM ASSAULT ...
EEEK!
ZAP!
AMY!

HEY, SHELL-HEAD...
PREDICT THIS!
I HAVE BEEN CREATED TO DESTROY ALL OUTLAWS... STARTING WITH YOU!
KHHN... IN YOUR DREAMS, CREEP!
WAIT... ALL OUTLAWS NOT YET ACCOUNTED FOR!
ALREADY DID!
WHUNK
92% POSSIBILITY OF LOCAL INHABITANT ATTEMPTING SNEAK ATTACK...

...FROM BELOW!
RELEASE ME, TRESPASSER!
OH, GREAT... RED'S ARRIVED.
DOCTOR ROBOTNIK HAS ORDERED THAT YOU SHOULD DIE, KNUCKLES!
TOO COWARDLY TO DO THE JOB HIMSELF, EH?
SILENCE! BEFORE I CRUSH THE LIFE FROM YOU, I MUST DESTROY THE HEDGEHOG!
HEY, I'VE GOT A NAME Y'KNOW, RUSTBUCKET!
PREPARE TO DIE!
OKAY, YOU WIN! GO AHEAD!
...WHAT?
YOU CAN PREDICT EVERY MOVE I MAKE! I CAN'T BEAT YOU! I GIVE UP! DESTROY ME!
YOU... YOU CANNOT GIVE UP! N... NOT IN YOUR CHARACTER PROFILE TO SURRENDER!


INPUT DATA ON SONIC: COOL; DEDICATED; WOULD NEVER SURRENDER! KZZTT... NEVER SURRENDER... BZZTT... IT DOES NOT COMPUTE!
DATA INCORRECT... BZZT... CANNOT COMPUTE SITUATION... CANNOT PREDICT! OVERLOAD! AAGHH!
BF WUM
CAN'T BEAR TO BE WRONG, EH, PREDICTO?

SMART WORK, SONIC! ER... BUT WHAT DID YOU DO EXACTLY?
JUST THE OPPOSITE FROM WHAT HE EXPECTED ME TO DO, LITTLE BUDDY!

WERE YOU REALLY GOING TO GIVE UP, SONIC?
GET REAL, FURBALL! IT WAS JUST A TRICK TO CONFUSE HIS COMPUTER BRAIN!

EVERY TIME YOU VISIT THE FLOATING ISLAND YOU BRING TROUBLE! I WANT YOU OFF MY DOMAIN, NOW!
SUITS ME, WORMHEAD!

LOOKS LIKE YOU AND KNUCKLES WILL NEVER BE FRIENDS!
NEVER SAY NEVER, AMY! THE COOLEST THING ABOUT ME IS THAT I'M ALWAYS UN-PREDICTABLE!
NEXT ISSUE: THE GREAT ESCAPE!

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems.
Reviewer:
Nick Protz.

CHAOTIX

32X

MEGA DRIVE 32X

game type: PLATFORM
1 PLAYER

RATING SYSTEM
under 40% = Yawnsville
40 - 70% = Normalsville
70 - 80% = Fun City
80 - 90% = Big Time City
Over 90% = Mega City

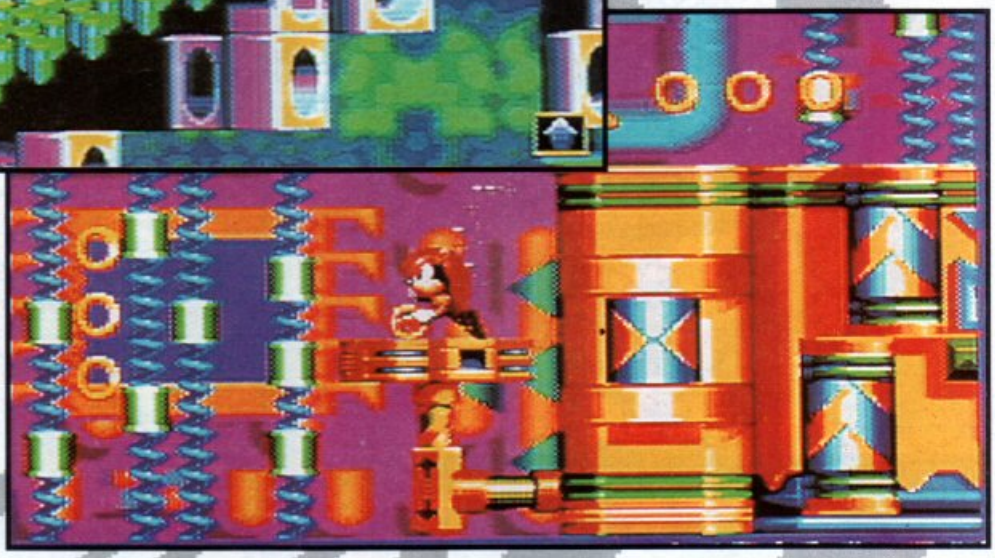
The major difference between **Chaotix** and previous *Sonic*-type platformers is that you are 'linked' to another character throughout the game. This link, an energy stream between two gold rings, acts like a rubber band. It remains intact through all the action except in the event of a direct hit. At no point can you disengage from your partner, but you can select a different 'pal' at the start of each level.

Learning how to master and manoeuvre the two linked characters can be tricky at first. However, thanks to some excellent on-line help, you'll soon learn how to pull off spectacular leaps, amazing bursts of speed and a neat 'Slinky-type' effect!

Chaotix has five zones to explore, each one with five levels appearing in random order. There are plenty of bonus levels (and a great new Special Stage) to help build up rings and lives. There is also a clever final stage and a tricky boss to defeat.

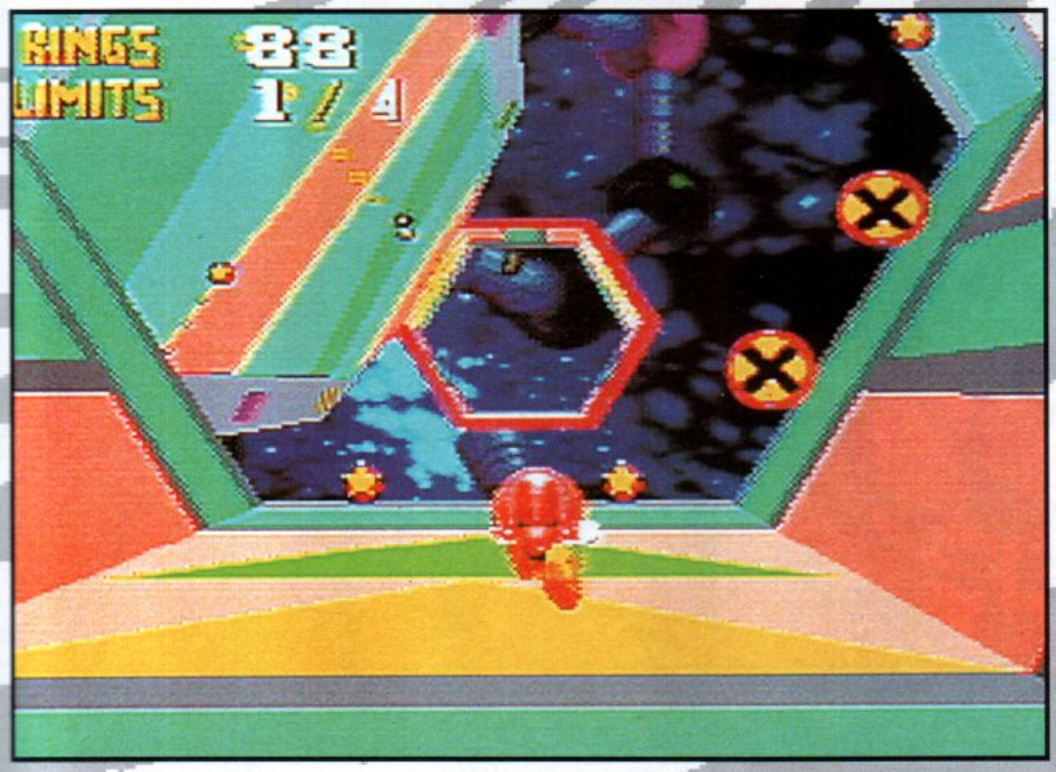
Since the Mega Drive 32X add-on first appeared earlier this year, *STC* has been swamped with letters from anxious Boomers wondering when the first *Sonic* game would appear on it. Well here it is ... sort of! In fact Sonic's friendly rival Knuckles takes the spotlight in **Chaotix**, a platform game that wouldn't shame the Cool Blue One himself.

Joining Knuckles are several brand-new characters. Rather than reveal who they are here, check out Knuckles' own story in this very issue! There's also a new location and new zones to visit. Oh yes, and old egg-breath himself, Doctor Robotnik, is around to cause more trouble.



Chaotix is somewhat predictable compared to previous *Sonic* games. The early levels don't offer much of a challenge. Initial end-of-level bosses are easily defeated and it's not too hard to keep all your rings. That said, the speed and eye-popping graphics effects of this 32X cart are brilliant. The characters have great momentum and the back-drops are bright, colourful and highly detailed.

Chaotix puts the Red-Dreaded One firmly into the video game superstar league (watch out Sonic!). It offers a decent challenge and remains true to the Sonic tradition of great platform games. It's also a good excuse for finally getting that 32X add-on you've been promising yourself!



FAST FAX

PUBLISHER	PRICE
SEGA	£49.99

GRAPHICS 86

SOUND 84

PLAYABILITY 86

RAVES
Fast and furious action.

GRAVES
Could be more challenging.

OVERALL 88%

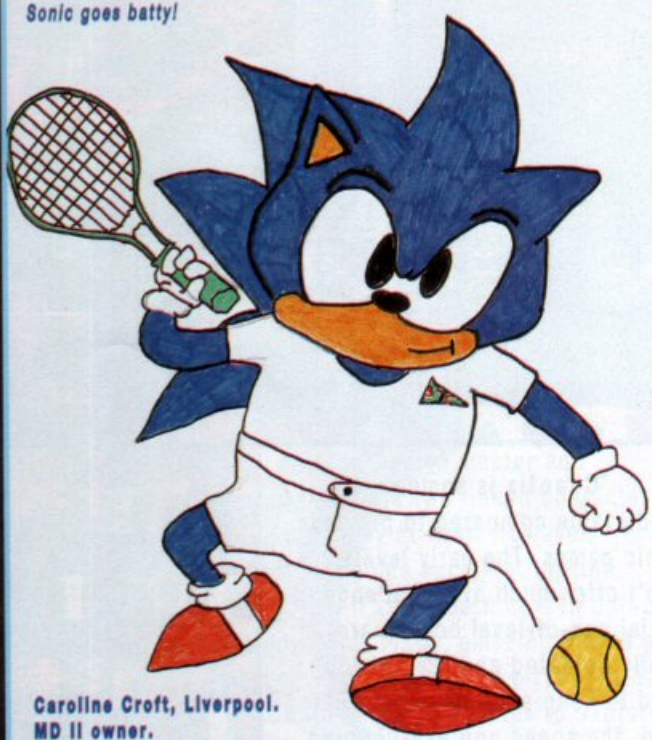
GRAPHIC Zone

Sonic and **Tails** get in some tennis practice to coincide with Wimbledon fever! It's game, set and match to the Boomers responsible for serving up the winning drawings below - a pack of **Crayola Overwriter Pens** are heading their way.

What a racket!

Angeline Adams, Holywood, N Ireland. Crayola Overwriters Winner.

Sonic goes batty!

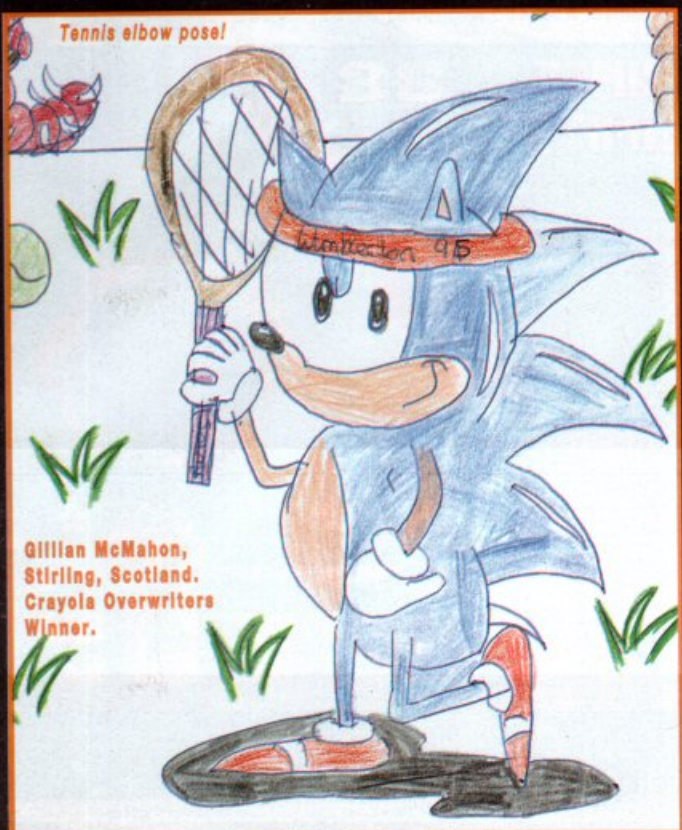


Caroline Croft, Liverpool. MD II owner. Crayola Overwriters Winner.

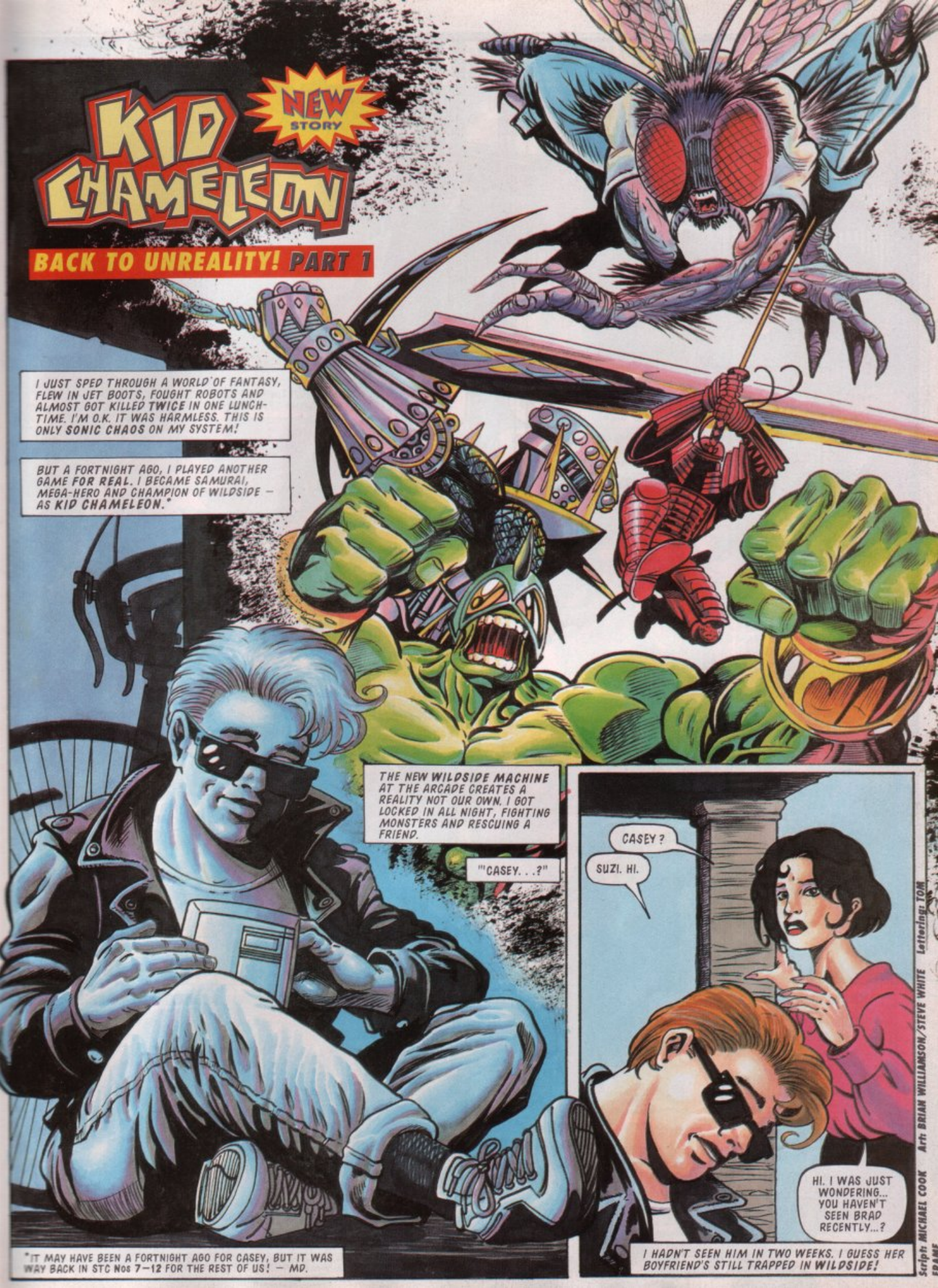
Where's my ball?

Daniel Winston, Liverpool. GG/MD/MS owner. Crayola Overwriters Winner.

Tennis elbow pose!



Gillian McMahon, Stirling, Scotland. Crayola Overwriters Winner.

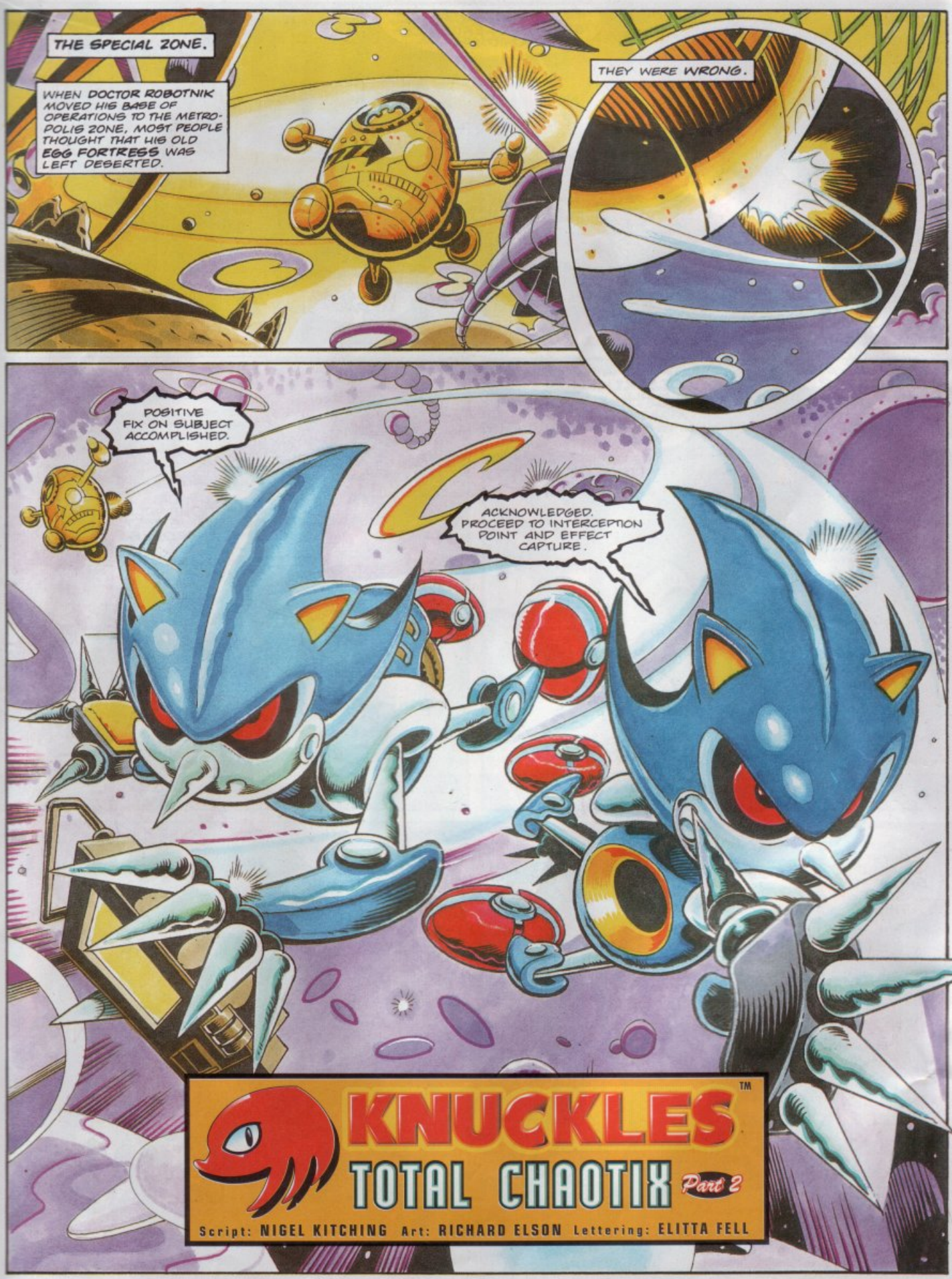

NEW STORY
KID CHAMELEON
BACK TO UNREALITY! PART 1
I JUST SPED THROUGH A WORLD OF FANTASY, FLEW IN JET BOOTS, FOUGHT ROBOTS AND ALMOST GOT KILLED TWICE IN ONE LUNCH-TIME. I'M O.K. IT WAS HARMLESS. THIS IS ONLY SONIC CHAOS ON MY SYSTEM!
BUT A FORTNIGHT AGO, I PLAYED ANOTHER GAME FOR REAL. I BECAME SAMURAI, MEGA-HERO AND CHAMPION OF WILDSIDE — AS KID CHAMELEON.*
THE NEW WILDSIDE MACHINE AT THE ARCADE CREATES A REALITY NOT OUR OWN. I GOT LOCKED IN ALL NIGHT, FIGHTING MONSTERS AND RESCUING A FRIEND.
"CASEY. . .?"
CASEY?
SUZI. HI.
HI. I WAS JUST WONDERING... YOU HAVEN'T SEEN BRAD RECENTLY...?
I HADN'T SEEN HIM IN TWO WEEKS. I GUESS HER BOYFRIEND'S STILL TRAPPED IN WILDSIDE!
*IT MAY HAVE BEEN A FORTNIGHT AGO FOR CASEY, BUT IT WAS WAY BACK IN STC Nos 7–12 FOR THE REST OF US! — MD.
Script MICHAEL COOK Art BRIAN WILLIAMSON/STEVE WHITE Lettering: TOM

STILL MISSING?
YEAH, I'M PRETTY WORRIED. IT'S EVER SINCE HE TOOK ME TO PLAY WILDSIDE.
ME AND SUZI NEVER EXACTLY ADMITTED WE MET IN VIRTUAL REALITY. ALL SOUNDS KINDA DUMB OUT HERE IN THE REAL WORLD.
SCHOO
BUT I'M SURE SUZI KNOWS WHERE HE IS.
HE'LL TURN UP. PROBABLY WORRIED ABOUT GETTING DETENTION NOW HE'S MISSED SO MUCH SCHOOL.
NOT BRAD. HE MAY BE A BIT OF A JERK, BUT HE'S NO COWARD.
WHO'S NO COWARD? CERTAINLY NOT 'COWARDLY CASEY' HIDING HERE, AVOIDING MY GAMES LESSON.
MISTER SIMMONS! WE WERE TALKING ABOUT BRAD. YOU KNOW HE'S STILL MISSING?
THE WHOLE SCHOOL KNOWS HE'S MISSING, SUZI. THE TRACK TEAM'S LOST ITS LAST TWO MEETINGS, THE FOOTBALL ELEVEN'S BOTTOM OF THE LEAGUE.
BRAD'S A REAL HERO TO THIS SCHOOL. YOU WOULDN'T CATCH HIM SITTING ON HIS BACKSIDE ALL DAY PLAYING SPACE INVADERS!
ER.. IT CAN BE QUITE TOUGH, MISTER SIMMONS. YOU NEED GOOD HAND-EYE CO-ORDINATION AND...
CALL THAT A CHALLENGE? FINGER FLEXING AND BUTTON PUNCHING? YOU SHOULD BE OUT ON THE FOOTBALL FIELD, LAD. CHANGING ROOMS — NOW!
SIMMONS IS RIGHT. I'M NO HERO. WHAT MAKES ME THINK I CAN RESCUE HIM?
PLEASE, CASEY. ONLY YOU CAN FIND BRAD.
BUT IF SUZI THINKS I CAN, THEN I MUST.

STRAIGHT AFTER SCHOOL, AND I'M BACK AT THE ARCADE.
OUTSIDE IT LOOKS LIKE ANY OLD COIN-OP...
BUT I GUESS BRAD GOT MORE FOR HIS MONEY THAN HE BARGAINED FOR!
WELCOME, CHAMELEON. YOU REMAIN THE ONLY GAMES PLAYER TO RETURN FROM WILDSIDE.
THE VOICE?
IT SPOKE TO ME LAST TIME. GUIDED ME IN USING MY CHAMELEON POWERS.
YEAH, WELL THIS TIME I'M GOING FOR THE HIGH SCORE! NO PAUSES, NO CONTINUES... NO LIMIT!

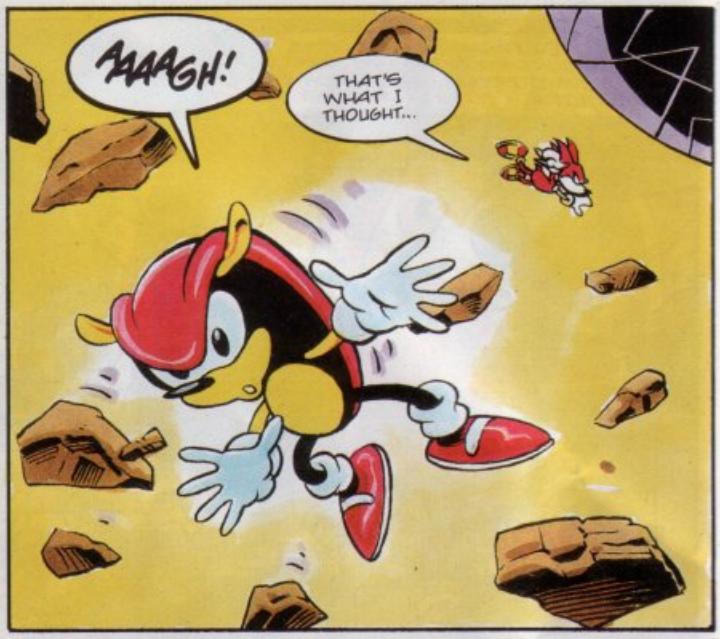
EEECH! EEEEEECH!
UGH!
TRYING TO SOUND TOUGH. SHAME IT FEELS THERE'S TOMCATS FIGHTING IN MY STOMACH.
A RAT? AND THAT'S THE BEST YOU CAN DO THIS TIME?
OKAY, SO YOU GOT HELP. ME TOO!
CHAMELEON!
IN THIS VIRTUAL WORLD, THINGS AREN'T QUITE AS THEY SEEM. I CAN CHANGE, LIKE A CHAMELEON, INTO I DON'T KNOW HOW MANY POWERED-UP BEINGS. NEVER KNOW WHO I'M GOING TO BE NEXT.
PREE-SENTING NUMBER ONE BODACIOUS JET-BOARDING SKYCUTTER! NEW UPGRADED VERSION 2.0!

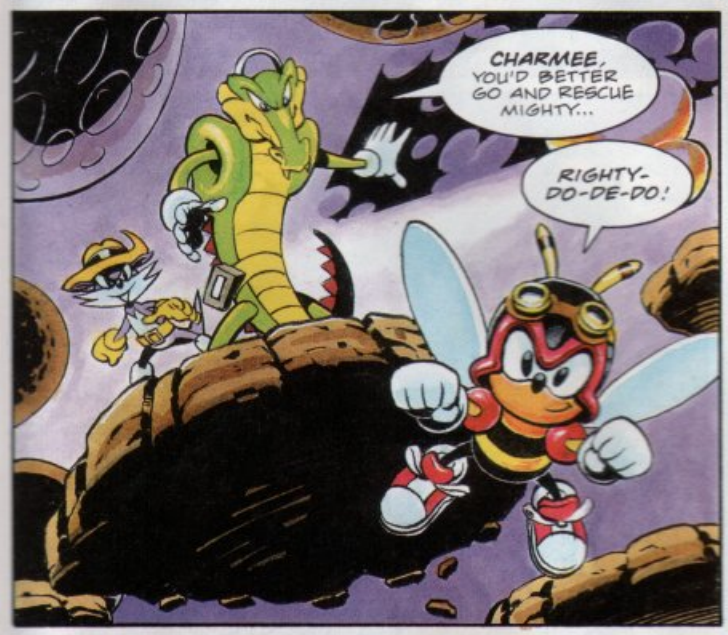
I LIKE THE ODDS. I CAN HANG TEN. . .AND DESTROY TWENTY!
TOTAL WIPEOUT, MAN!
TOO EASY. I KNOW THIS GAME, NOW. I HEAR SOUNDS — THERE HAS TO BE MORE!
YO, PLAGUE-PUSHERS, WHAT'S HAPPENIN' DOWN THERE? BROUGHT SOME MOUSEY BUDDIES ALONG?
GRRR!
GRRAH!
H-H-H-H-HI, GUYS!
FOUR AGAINST ONE. AND THAT TELEPAD'S THE ONLY ESCAPE ROUTE.
NEXT ISSUE: DOWN AMONGST THE DEAD MEN.


THE SPECIAL ZONE.
WHEN DOCTOR ROBOTNIK MOVED HIS BASE OF OPERATIONS TO THE METROPOLIS ZONE, MOST PEOPLE THOUGHT THAT HIS OLD EGG FORTRESS WAS LEFT DESERTED.
THEY WERE WRONG.
POSITIVE FIX ON SUBJECT ACCOMPLISHED.
ACKNOWLEDGED. PROCEED TO INTERCEPTION POINT AND EFFECT CAPTURE.
KNUCKLES™
TOTAL CHAOTIX
Part 2
Script: NIGEL KITCHING Art: RICHARD ELSON Lettering: ELITTA FELL

MEANWHILE IN ANOTHER PART OF THE SPECIAL ZONE KNUCKLES HAS JUST MET THE MYSTERIOUS GROUP KNOWN AS CHAOTIX.
YOU SURE THIS IS HIM, OMNI?
YES, VECTOR, THIS IS UNMISTAKABLY KNUCKLES, ROBOTNIK'S FAMOUS PARTNER!
WRONG! ROBOTNIK'S AS MUCH MY ENEMY AS HE IS YOURS...
MIGHTY... SOFTEN HIM UP A LITTLE!
YOU GOT IT, BOSS!
HOLD IT... YOU'RE MAKING A BIG MISTAKE HERE!
SURE WE ARE!
NOW JUST HOLD THAT POSE... THIS'LL ONLY TAKE A SECOND!

KR-KROOM!
YOU MAY BE STRONG, MIGHTY, BUT CAN YOU GLIDE LIKE ME? IF YOU CAN'T YOU'RE IN BIG TROUBLE!


AAAGH!
THAT'S WHAT I THOUGHT...


CHARMEE, YOU'D BETTER GO AND RESCUE MIGHTY...
RIGHTY-DO-DE-DO!

GOLLY, THAT KNUCKLES MADE A FOOL OUT OF YOU MIGHTY... THAT SURE IS WHAT HE DID!
KNOCK IT OFF, CHARMEE!

I DON'T THINK THERE'S ANY POINT TRYING TO REASON WITH THESE GUYS... THEY'RE OBVIOUSLY ALL CRAZY!
NOT ALL OF THEM, ECHIDNA...

WHO?...
I'M ESPIO THE CHAMELEON... I CAN BLEND INTO ANY BACK-GROUND!

NACK... QUICKLY! I'M NOT SURE HOW LONG I CAN HOLD HIM!
KUMP!
NOT LONG ENOUGH, THAT'S FOR SURE!
YOU WON'T FIND ME SO EASY, KNUCKLES!
YEAH, SO WHAT CAN YOU DO?
I'M A CROCODILE, I DO THIS...
SNAP!
YOW!
I KNOW I SHOULDN'T EAT BETWEEN MEALS BUT...
WHUD!
CHEW ON THIS, SCALY!

STOP! I'VE BEEN CHECKING KNUCKLES' STORY... HE'S TELLING THE TRUTH!
AAH! I BIT MY TONGUE!
IT TURNS OUT KNUCKLES WAS BEING DUPED BY ROBOTNIK.
RIGHT! AND WHEN I FOUND OUT, I TURNED ON HIM... DID YOU FIND THAT OUT TOO?
HEY, BIG OM! I THINK YOU'RE GETTING ACNE?
WHAT?
THE KID'S RIGHT, THERE'S SOMETHING THERE... BUT WHATEVER IT IS, IT'S MOVING!
IMPOSSIBLE! NOTHING CAN GET INTO MY PERSONAL WORKSPACE WITHOUT MY PERMISSION!
IT SEEMS TO BE TWO FIGURES ...AND WHAT'S WORSE, THEY LOOK SORT OF FAMILIAR!
IT JUST CAN'T BE! IT'S METALLIX... AND NOW THERE'S TWO OF HIM!
NEXT ISSUE: DOUBLE TROUBLE!

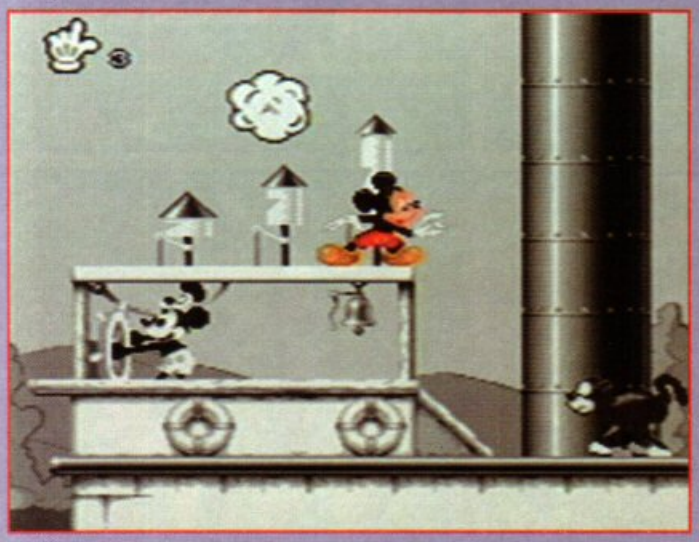
Q Zone

Q is for Question.
Q is for Query.
Q is for Quandary.
Enter the Q Zone for hints, tips, and help with your favourite Sega games.

Mickey Mania was a beautifully animated platformer, but the game was a pretty tough cookie to crack. Once again, David Gibbon reveals the level secrets to this game!

MICKEY MANIA SPECIAL Part 1

MEGA DRIVE MD



LEVEL ONE · STEAMBOAT WILLY

Simply keep heading right and follow the advice listed. When you reach the tallest house, jump onto the far right spring which will throw you up to the second floor. Reach the top floor by first jumping onto the far left sign. Ringing the bells at the top will open a nearby bridge. Continue right, to the end.

HAZARDS

THE COW: At the beginning of the level, jump onto the bottle and this will fire the cork into the cow's mouth. Quickly jump back to avoid the wandering musical notes.

SWINGING BALLS: As the first ball swings towards you, jump over it and collect the Marbles and Stars. Now jump right, over the second ball.

THE BOSS: To destroy each of the four cog wheels, throw marbles at the bottom two, then use the available springs to jump up and reach the higher wheels. Keep on the move to avoid the falling bombs; however, you can jump across the bombs as they fall!

HINTS

THE ROAMING DOG: Jump on the dog's back while standing on the top right edge of the cabin; he'll fall through and create a hole in the ground. Fall down here and head left to pick up extra energy.

MOVING CRATES: As the cranes' hook lowers to collect a crate, stand on top of it and you'll be carried over to the pier. Other crates will appear later in the level, but beware as they collapse if you stand for too long!

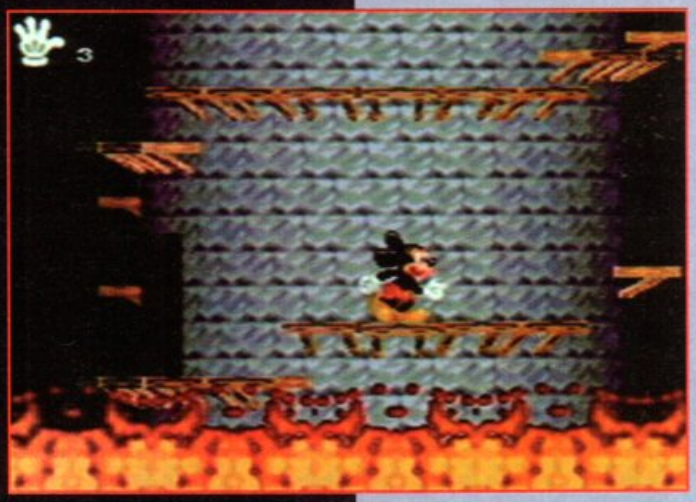
WINDOW LEDGES: When you come to one of the homes in the level, it's possible to reach higher via the window ledges.

LEVEL TWO · THE MAD DOCTOR

The idea is to rescue Mickey's dog, Pluto, who can be found at the end of the last round. However, you've got to get through these seven rounds first.

ROUND ONE: Kill the bats at the beginning then head right to finish.

ROUND TWO: Head right, but be careful at all times.



ROUND THREE: Here's where things heat up! Mickey is placed on a runaway wagon with many obstacles ahead. Each time the wagon is about to sink, make sure you jump to the next wagon as you're about to enter the water. If you jump too early, you'll miss the next wagon!

ROUND FOUR: Keep on the move and make your way down the tower. When you see approaching barrels, leap in the air to avoid them.

ROUND FIVE: Similar to Round Two.

ROUND SIX: As you go up in the lift, fire as soon as you see a Skeleton, taking care to dodge the flying bones!

ROUND SEVEN: Push the glass jar under the first plaque, then go up and stand on the plaque. A drop of liquid will fall into the jar. Repeat this with the other two plaques, then push the jar onto the Bunsen burner. Stand on the button to the right of the burner and wait until the jar explodes.

HAZARDS

SKELETONS & BATS: See *Top Tips*.

MEAT CARVERS (Round One): Hanging on the walls, approach slowly because they fall to the ground as you get closer!

SWINGING ROPES (Rounds Two & Five): Before you swing to the other side of a pit, shoot any baddies in the air and on the other side where you're going to land.

FIRE (Round Two): Avoid standing around for too long or Mickey will get burned. Get past any fire by jumping through it as fast as possible.

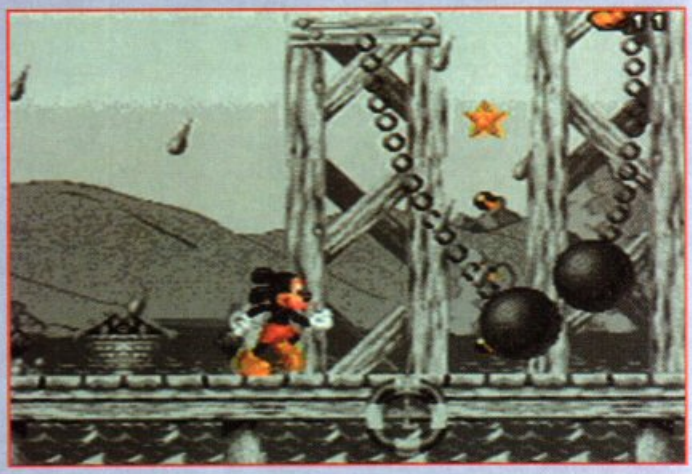
MAD DOCTOR: The Doc will open his cloak and proceed to throw red bottles at you. Move away, whilst throwing marbles at him. Once defeated, go right to meet up with Pluto!

LEVEL THREE - MOOSE HUNTERS

Played over two rounds, the first part of this level sees Mickey & Pluto taking a stroll in between dodging falling branches, rocks and a rampaging moose!

ROUND ONE: Head right, but take it slowly. Branches and rocks are falling all over the place! When Pluto stands rigid, get ready to jump because a moose is about to charge!

ROUND TWO: This is the most visually-appealing level in the game! Keep running to get away from the moose. Dodge the rocks, jump the water and pick up the apples to win!



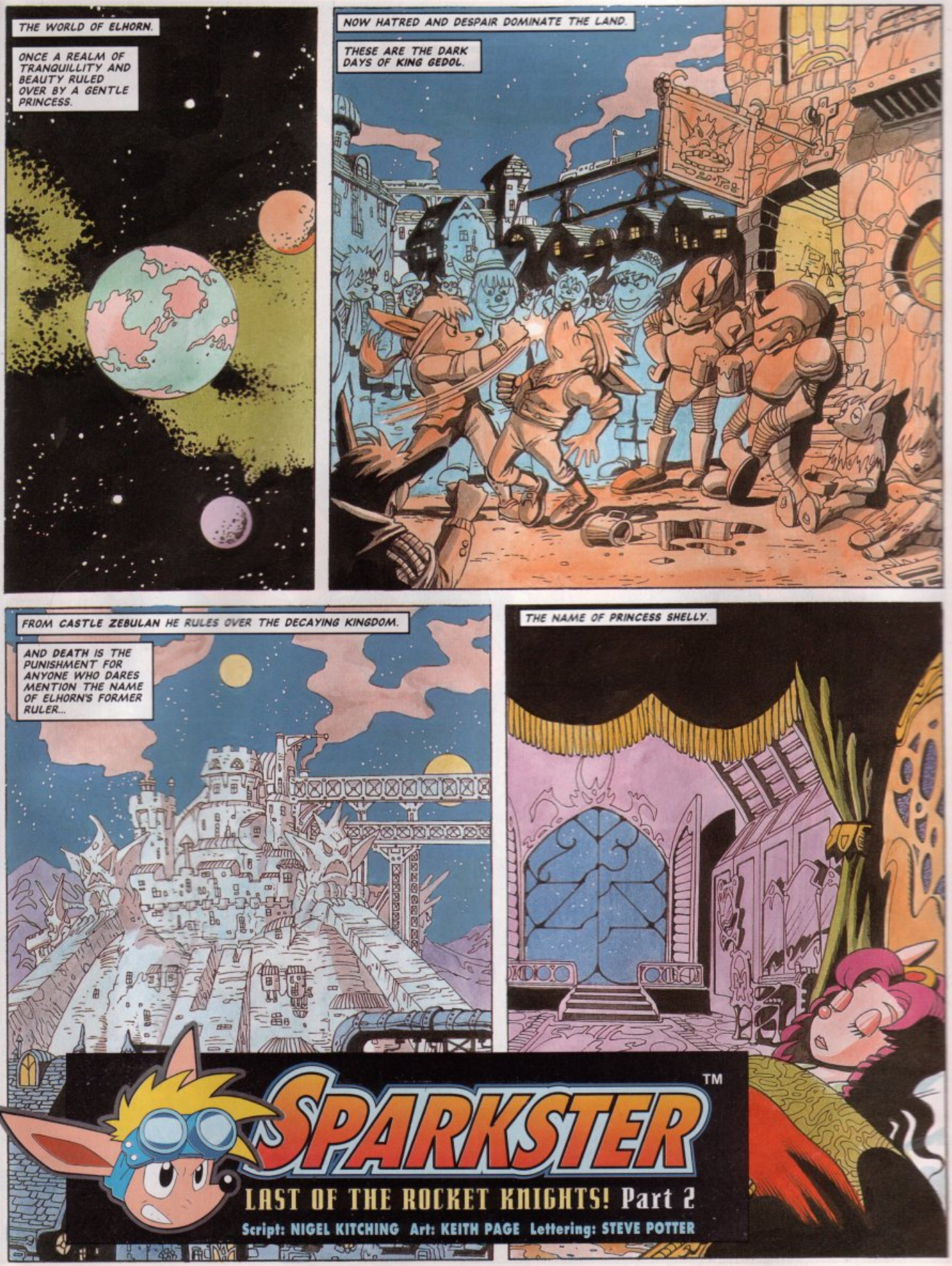
TOP TIPS

1. Mickey only has a limited amount of energy, making the game very difficult. However, provided you proceed with care on each level and collect stars to restore your energy it's possible to get through.

2. The Marbles are very important to Mickey. Extra Marbles can be found throughout each level, so ensure you pick up as many as possible.

3. Wherever you see a moving nasty such as a Parrot or Skeleton, throw Marbles at them until dead. Never try and get past them if it looks risky, first get rid of them! When firing at a Skeleton, stand close and duck so that his flying bones don't hit you.

NEXT ISSUE: Mickey Mania - the conclusion.


THE WORLD OF ELHORN.
ONCE A REALM OF TRANQUILLITY AND BEAUTY RULED OVER BY A GENTLE PRINCESS.
NOW HATRED AND DESPAIR DOMINATE THE LAND.
THESE ARE THE DARK DAYS OF KING GEDOL.
FROM CASTLE ZEBULAN HE RULES OVER THE DECAYING KINGDOM.
AND DEATH IS THE PUNISHMENT FOR ANYONE WHO DARES MENTION THE NAME OF ELHORN'S FORMER RULER...
THE NAME OF PRINCESS SHELLY.
SPARKSTER™
LAST OF THE ROCKET KNIGHTS! Part 2
Script: NIGEL KITCHING Art: KEITH PAGE Lettering: STEVE POTTER

SOMETHING DISTURBS THE PRINCESS' SLEEP...
WHO'S THERE?
SLOWLY... ONE TUG ON THIS ALARM AND A DOZEN GUARDS WILL BE HERE IN SECONDS!
STEP OUT OF THE SHADOWS WHERE I CAN SEE YOU...
SPARKSTER... I DON'T BELIEVE IT! YOU'VE COME BACK!
I ONLY HOPE IT'S NOT TOO LATE...

SHELLY... WHAT'S WRONG?
MY HEAD... IT'S LIKE A FOG CLEARING FROM MY MIND!
SPARKSTER! IT'S KING GEDOL, HE HAD ME UNDER A SPELL... WAIT... I REMEMBER NOW!
IT'S WORSE THAN YOU THINK SPARKSTER! IT'S NOT JUST ME WHO WAS UNDER AN ENCHANTMENT, IT'S EVERYONE ON ELHORN!
IT'S A SPELL OF CORRUPTION IT SUPPRESSES THE GOOD IN PEOPLE'S NATURE AND INTENSIFIES THE BAD!
THAT'S HOW GEDOL TOOK CONTROL OF ELHORN!
IT MUST BE MY ENCHANTED ARMOUR WHICH PROTECTS ME... THAT WOULD EXPLAIN WHY YOU WERE FREED FROM THE SPELL WHEN I CAME CLOSE.
GEDOL'S SPELL SET EVERYONE AT EACH OTHER'S THROAT AND THEN HE JUST MOVED IN...
IT'S UP TO YOU SPARKSTER... YOU'RE THE ONLY ONE LEFT!
BUT WHAT CAN I DO ALONE, WITH A WORLD AGAINST ME?
UHNNN...

I WOULDN'T WORRY ABOUT IT SPARKSTER DEAR... IT'S ALL OVER FOR YOU!
SHELLY? OH NO! I MOVED AWAY FROM HER AND THE ENCHANTMENT RETURNED!
CLANG! CLANG! CLANG!
THAT'S JUST GREAT...
THIS BETTER NOT BE ANOTHER OF YOUR NIGHTMARES, PRINCESS!
IT'S SPARKSTER YOU FOOLS! GET HIM!
IF THERE'S ANY GETTING TO BE DONE, IT'S ME WHO'LL BE DOING IT!
CHINNK!
KDANG!
I NEVER THOUGHT I'D SEE GEDOL SOLDIERS IN THE ROYAL CASTLE!
AND NOT ONLY GEDOL SOLDIERS...

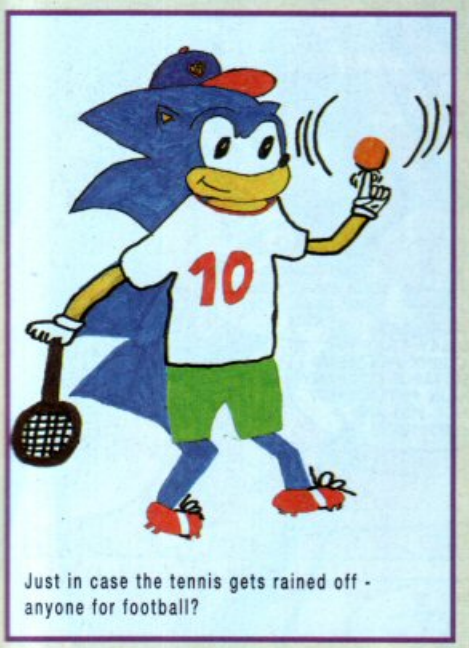
...THIS IS ALSO NOW THE HOME OF THE ALL POWERFUL KING GEDOL!
SO THIS IS YOUR EX-BOYFRIEND MY DEAR, HOW NICE.
I REGRET TO SAY THAT I DON'T THINK HE'S GOING TO BE SUITABLE COMPANY FOR YOU IN FUTURE. NOT ONCE YOU ARE MY WIFE!
NEXT ISSUE: THE HAPPY COUPLE!

SPEEDLINES

Sound off to Megadroid about anything you want to do with *STC*, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize! Megadroid regrets that drawings cannot be returned or correspondence entered into.



Just in case the tennis gets rained off - anyone for football?

↑ **Jamie Wilkes, Shirley, W. Midlands.**
Sonic Stationery Winner.

Fox on the run!

↑ **Michael Franks, Wolverhampton.**
GG/MD/MS owner.
Sonic Stationery Winner.

Out of Sight!

Dear *STC*,

I think **Knuckles** is the ugliest resident on the Floating Island, and in my opinion he needs a face lift and should get to grips with his hair!
Joseph Davies, Cheshire.
Sonic Stationery Winner.

***Knuckles** is the only resident on the Floating Island, Joey Boy! Ancient STC proverb: Don't judge an echidna by his coiffure!*

Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, please ask for **Helen Waller** on **0171 344 6400.**

Gold Tops!

Dear Megadroid,

Something shiny and gold caught my eye while I was shopping in the local supermarket. On closer inspection, I saw it was the cover of *STC*'s 50th issue. I bought the comic and was very impressed with the stories, reviews and tattoos. Long may *STC* live well into its hundreds!
Leigh Hay, Bolton, Lancashire.
GG owner.
Sonic Stationery Winner.

'Hay,' Leigh - glad that on this occasion you judged a comic by its cover!

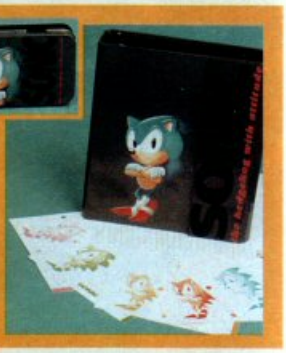
Mega 32X!

Dear *STC*,

Please can you tell me if you can use Mega Drive games with the new 32X?
Aled Edwards, Blackwood, Wales.
MD owner.
Sonic Stationery Winner.

Sure can, Aled. The 32X plugs into any Mega Drive or Mega-CD. As well as working with the new range of 32X games, all graphics and sound are super-charged.

Win a Prize!



It's true! Every letter and drawing printed on this page wins a prize! One of these **Highgrove Stationery** sets comprising of a Segasational **Sonic Organiser and Tin** (with three pencils) can be yours! Boomers will find this an essential accessory to organising those important events in life.

The **Highgrove Stationery** set is just part of a range of megaticious **Sonic** products available from most retail stationers. If you have problems finding a stockist in your area write to **Highgrove Stationery Ltd., International House, Unit 3, 59 Compton Road, London N1 2PB.**

THE LIGHTS ARE ON ...BUT WHO'S AT HOME?

PLUS

KNUCKLES!
CHAOTIX ACTION!

SPARKSTER!
ROCKETS INTO PART THREE!

KID CHAMELEON!
CHANGING FACES!

MICKEY MANIA PART 2!
Q ZONE SPECIAL!

STC 55 - A *HEAD* OF ITS TIME!
ON SALE SATURDAY, 24TH JUNE 1995
£1.15

DATA STRIP

Fill in & send to:
Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....
ADDRESS.....
.....
.....
.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....
SCORE/ACHIEVEMENT
.....
.....

SYSTEM:- (please tick)
MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....
.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....
2.....
3.....

HOW DO YOU RATE ISSUE 54 OF STC?

☐ %

Sonic the comic

TM

SONIC & KNUCKLES!
Another Sega-sational Pin-up!